

Kob Elenti

CHARACTER NAME

Sorcerer 5
CLASS & LEVEL

Human
RACE

Merchant
BACKGROUND

Chaotic Good
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

18

+4

X

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ **+0** Strength
- ☐ **+3** Dexterity
- ☒ **+6** Constitution
- ☐ **+1** Intelligence
- ☐ **+1** Wisdom
- ☒ **+8** Charisma

SAVING THROWS

- ☐ **+2** Acrobatics (Dex)
- ☒ **+3** Animal Handling (Wis)
- ☒ **+3** Arcana (Int)
- ☐ **-1** Athletics (Str)
- ☒ **+7** Deception (Cha)
- ☐ **+0** History (Int)
- ☐ **+0** Insight (Wis)
- ☐ **+4** Intimidation (Cha)
- ☐ **+0** Investigation (Int)
- ☐ **+0** Medicine (Wis)
- ☐ **+0** Nature (Int)
- ☐ **+0** Perception (Wis)
- ☐ **+4** Performance (Cha)
- ☒ **+7** Persuasion (Cha)
- ☐ **+0** Religion (Int)
- ☐ **+2** Sleight of Hand (Dex)
- ☒ **+5** Stealth (Dex)
- ☐ **+0** Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum **42**

42

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total **5**

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

On the outside, Kob seems like a jolly and goofy guy. But on the inside he is introspective and cautious, preferring to observe and analyze situations before acting. He is loyal to his comrades but wary of

PERSONALITY TRAITS

- Self-Reliance: "No one can be trusted with the truth of my condition; I must rely on myself."
- Balance: "Power must be wielded responsibly, or it will consume everything it touches".

- The Spirit: Kob feels a strange connection to the ancient spirit within him, equal parts gratitude for his power and dread of its true motives.

BONDS

- Isolation: Kob's fear of rejection leads him to keep everyone at arm's length, even when they genuinely want to help.

FLAWS

Features: Font of Magic, Innate Sorcery, Lucky, Metamagic, Metamagic Options, Metamagic: Distant Spell, Metamagic: Subtle Spell, Psionic Spells, Resourceful, Skillful: Stealth, Sorcerous Restoration, Sorcery Points, Spellcasting, Telekinetic, Telepathic Speech, Tough, Versatile

10

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple;

Tools: Navigator's Tools;

Languages: Common, Common Sign Language, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

50

PP

0

+1 Wand of the War Mage, Cloak of Protection, Crowbar, Crystal Dagger, Dagger, Spear, Traveler's Clothes, Unarmed Strike

EQUIPMENT

FEATURES & TRAITS



Kob Elenti

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Kob was an ordinary soldier in the Emperor's army, tasked with mundane duties such as escorting supply wagons and repairing fortifications. A few months ago, while on a routine supply run, Kob became lost in the wilderness due to his own inattention. Distracted by the beauty of the forest and his own wandering thoughts, he unknowingly veered off the path. By the time he realized his mistake, night had fallen, and he was far from his group.

Seeking shelter, Kob stumbled upon a desolate cave to escape the cold. As the night stretched on, he heard whispers emanating from the cavern's depths. Against his better judgment, he ventured further in and encountered a bizarre artifact adorned with ancient, incomprehensible symbols. There, an alien presence overtook him - an ancient spirit claimed Kob as a vessel. When Kob awoke, he found his mind ablaze with alien knowledge and strange powers.

Fearing rejection and persecution, Kob has kept his newfound abilities a secret, using them only when absolutely necessary and often taking credit for his deeds as simple strokes of luck. He now wrestles with the spirit's influence, unsure if it is a benevolent guide or a malevolent force waiting to seize control.

Known for: during a pitched battle on the war front, Kob's unit was ambushed and on the verge of collapse. As the enemy closed in, Kob secretly unleashed a devastating psychic wave that disoriented and incapacitated their foes. To his comrades, it seemed as if

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CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Backpack, 20 Galtrops, 2 Oil, Pouch, Pouch, 10 Rations, Rope, Tinderbox, 10 Torch, Waterskin

TREASURE

Sorcerer

SPELLCASTING
CLASS

cha

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch (VS)
Fire Bolt (VS)
Mage Hand (VS)
Mind Sliver (V)
Minor Illusion (SM)
Shape Water (S)
Sorecerous Burst (VS)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

PREPARED
Arms of Hadar (VS) SPELL NAME

○ Detect Magic (VSRC)
○ Disguise Self (VS)
○ Dissonant Whispers (V)
○ Mage Armor (VSM)

2

3

0

○ Blindness/Deafness (V)
○ Calm Emotions (VSC)
○ Detect Thoughts (VSMC)
○ Invisibility (VSMC)
○ Phantasmal Force (VSMC)

3

2

0

○ Dispel Magic (VS)
○ Fireball (VSM)
○ Hunger of Hadar (VSMC)
○ Sending (VSM)

4

5

6

7

8

9

SPELLS KNOWN